VIC TOKAI INC.

SEGA SATURN™

VALORA
VALLEY
GOLF™

KIDS TO ADULTS

K-A

AGES 6+
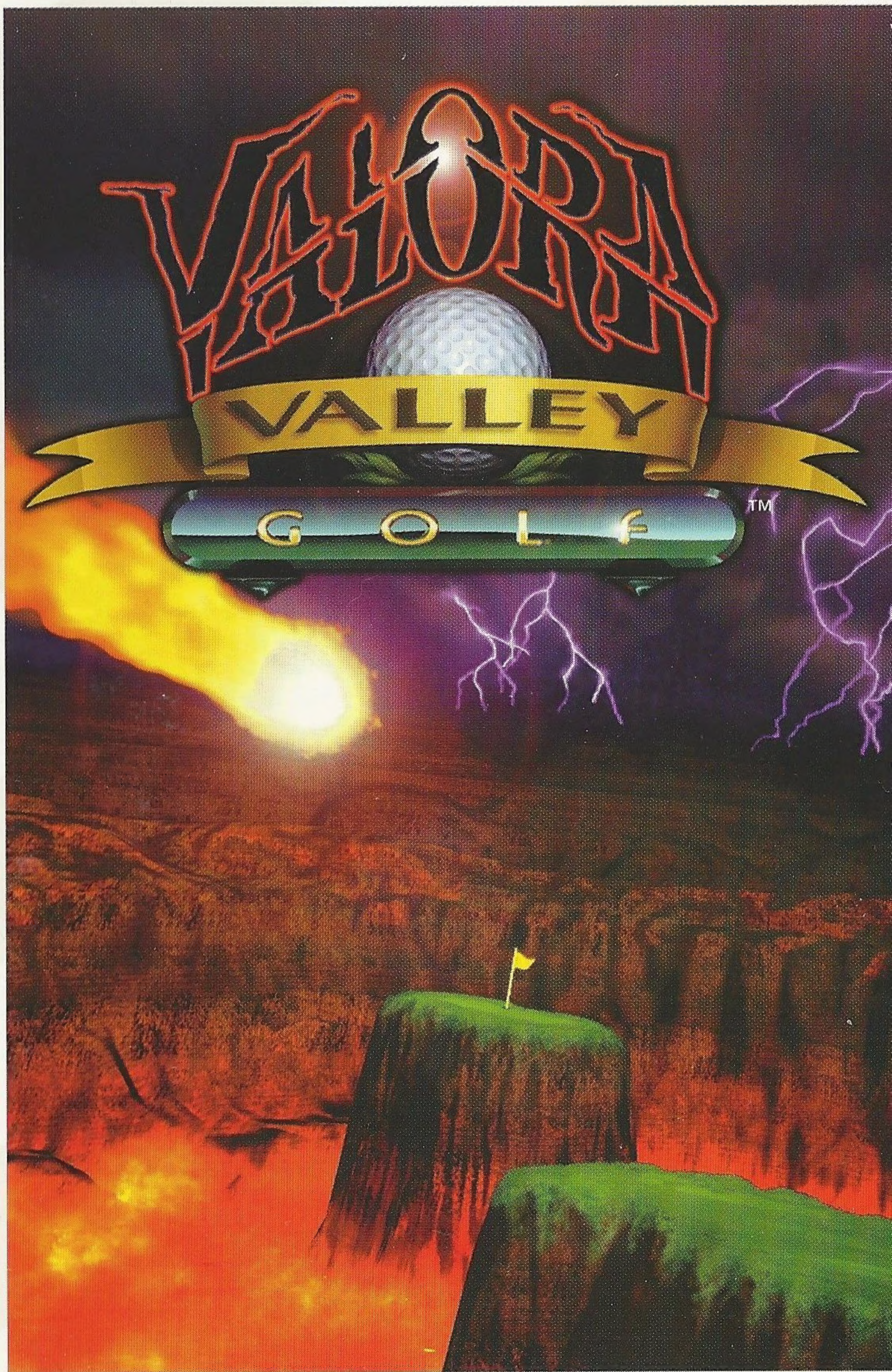
T-2303 H

WARNING
READ BEFORE USING YOUR SEGA SATURN

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING THE SEGA SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in it's case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TABLE OF CONTENTS

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.
2. Place the Valora Valley Golf disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Saturn. The Saturn logo will appear on screen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.)
4. The on-screen Control Panel appears next. Use the D-Button to select, and press Button C to start the game. The opening screens of the game will appear.
5. If you wish to stop a game in progress or the game ends, press the Reset Button on the Saturn console to display the on-screen Control Panel.

Important: Your Sega Saturn CD disk contains a security code that allows the disk to read. Be sure to keep the disk clean and handle it carefully. If your Sega Saturn system has trouble reading the disk, remove the disk wipe it carefully, starting from the center of the disk and wiping straight out toward the edge.
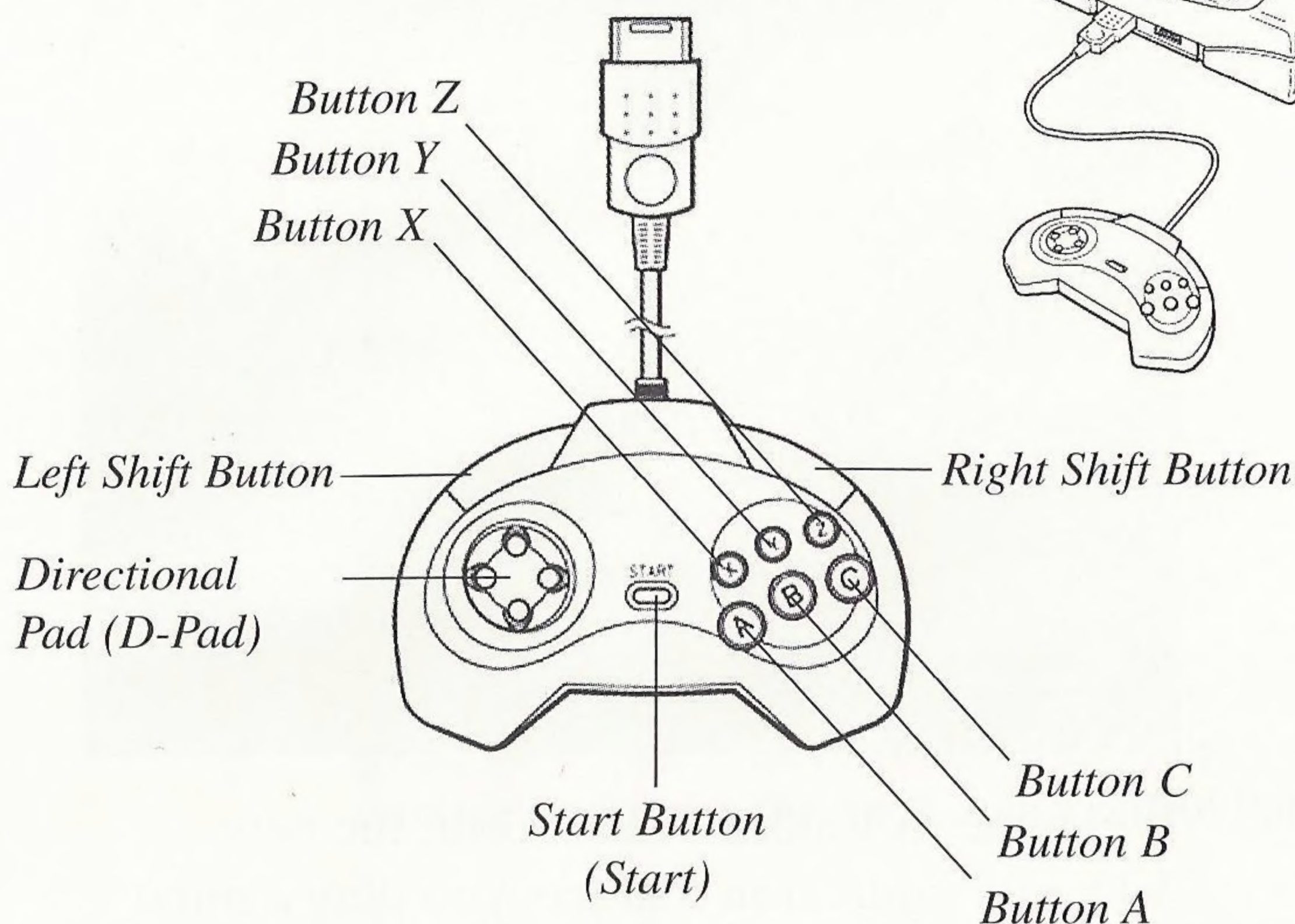
Open CD Door
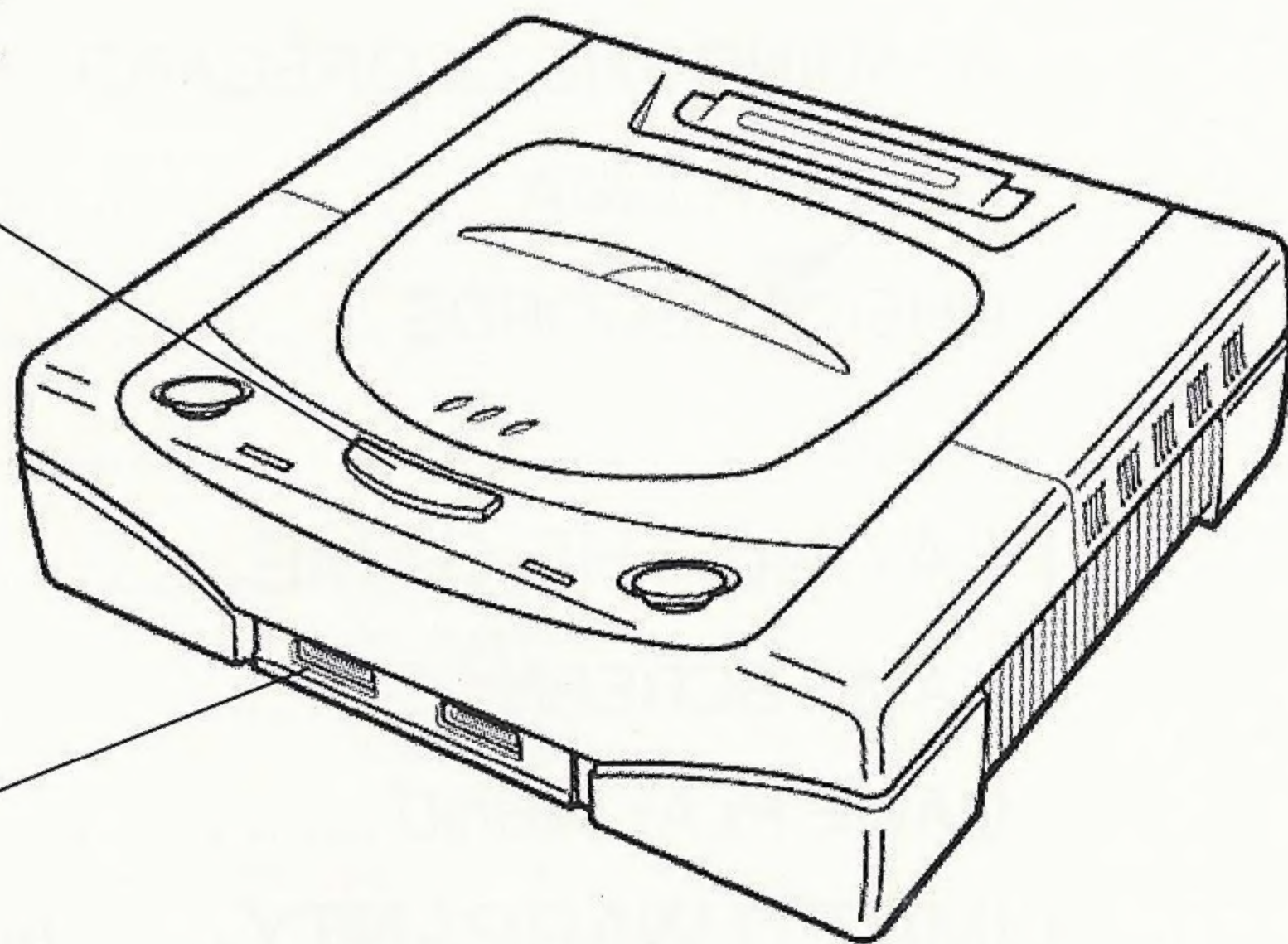
Control Pad 1

VALORA VALLEY GOLF

Welcome to Valora Valley Golf, the new 3-D golf simulation that lets you play a mind bending, fantasy course under supernatural conditions.

With the power of POLYSYS technology, Valora Valley Golf creates amazing life-like animation and captures the contours of every fairway, green, tree, bunker, and water hazard. But there's more to Valora Valley Golf than great graphics.We also bring to life a truly complete gaming experience. On every tee, you can ask your caddy to give you advice on the best strategy. On every green, you can use the 3-dimensional grid to see how your putts will break. During each hole you'll face a whole new challenge. One day, you may come close to breaking the par of 72, on another, you may be hard pressed to make par. But with good fortune or bad, Valora Valley Golf brings you golfing excitement in all its reality, with 18 holes of challenging action.

TAKE CONTROL!

Button Z
Button Y
Button X

Left Shift Button

Directional
Pad (D-Pad)

Right Shift Button

Start Button
(Start)

Button C
Button B
Button A

The following describes the default settings for the game. You can change button configurations in the Options menu, either pre-game or during play. Note: For swing instruction please see "help" on menu screen.

DIRECTIONAL PAD (D-PAD)

Pre-game…
• Moves cursors and frames
• Changes various number settings

During Play…
• Sets position of ball on tee ground (press left or right)
• Scans hole in play (press up or down)
• Sets directional line
• Adjusts stance before hitting the ball
• Selects the slice or hook on the shot
• Moves the Cart Cam to view surroundings (press and hold to speed up the camera's movement)
• Scrolls through clubs
• Selects back/topspin during the shot

BUTTON A
- Opens gameplay menus
- Makes various pre-game selections

BUTTON B
- Cancels selections
- Returns to previous screen/menu

BUTTON C
- Makes various pre-game selections
- Advances to next screen/menu
- Executes shot

BUTTON X
- Displays your score during play

BUTTON Y
- Brings up a view of the green

BUTTON Z
- Brings up the green grid

START BUTTON (START)
- Opens the Main Menu
- Opens game end options
- Pauses game/resumes gameplay when paused

LEFT AND RIGHT SHIFT BUTTONS
- Speed the movement of the directional line
- Move the Cart Cam to the left or right

SPECIAL VIEWS DURING PLAY

BUTTON Y
- To view the green from any angle, press Button Y to open the green view, then press the D-Pad left or right to circle the green, and press up or down to zoom in or out. Button B brings you back to the ball.
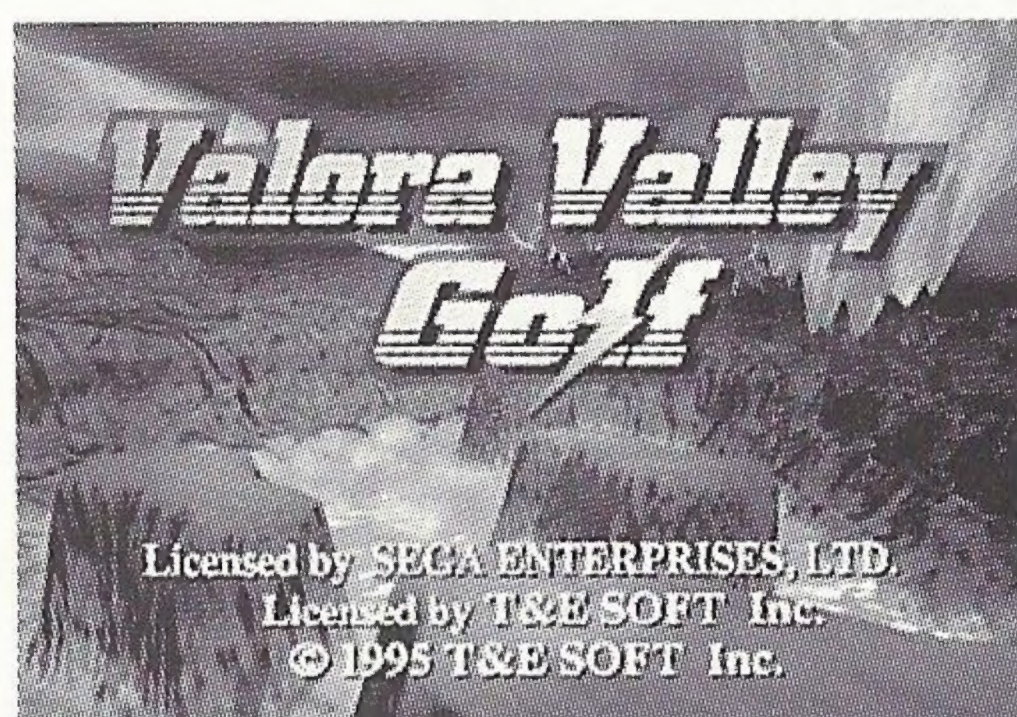
BUTTON Z
- At the fringe or on the green, press Button Z to display the grid and contours. To clear the screen, press Button B. Pressing Button Z at any point except while on the fringe or green will display the profile of your shot path.

GETTING STARTED/GAME DATA
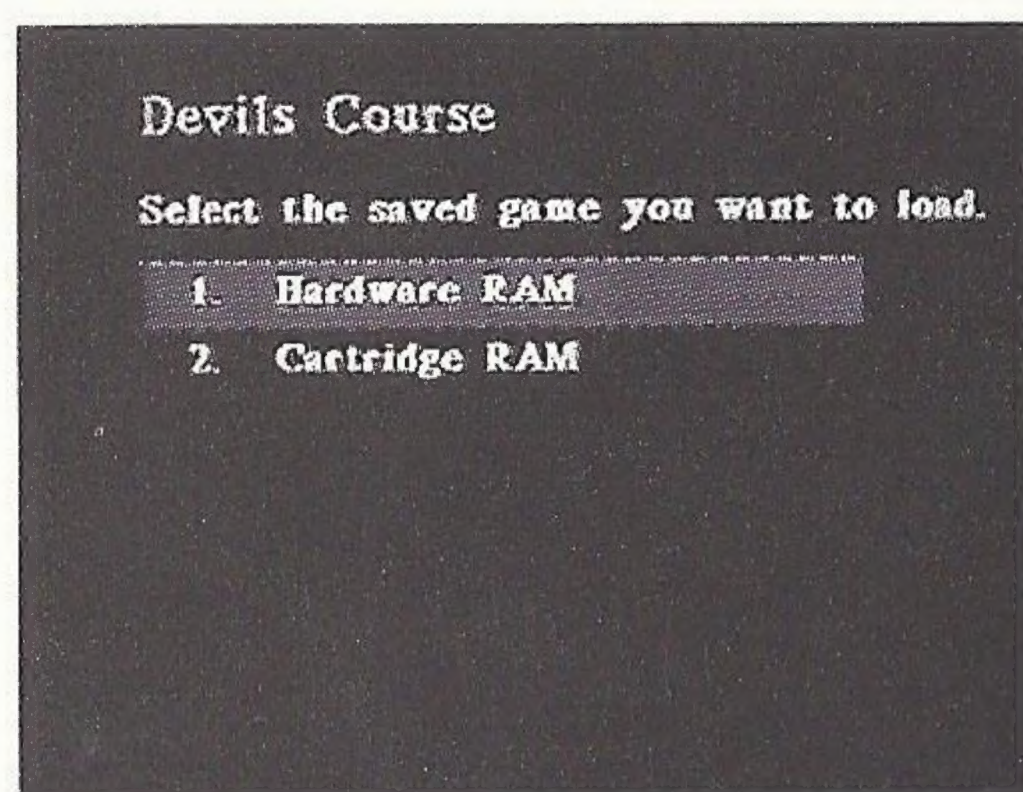
Once you turn on your Sega Saturn, the Sega logos appear. If you have a Sega Saturn Backup cartridge inserted, and data has been saved on both the internal memory and Cartridge memory, you must select which RAM memory the game will read from. Move the D-Pad to one RAM memory slot and press Button A or C to load the data. The VIC TOKAI logo appears next.

If you don't have a backup RAM inserted, the VIC TOKAI logos appear after the Sega logo, followed by the Valora Valley Golf introduction and Title screen. After a few moments a game demonstration begins. Press any button to return to the Title screen. Press Start to see the Main Menu.

MAIN MENU

Highlight your choice using the D-Pad, and press Button A or C to select. Button B is used to return to the previous menu or screen.

QUICK START

The best way to get used to button functions and gameplay when you're just beginning is to jump right in and play a round. This is a fast way to head right out to the first tee. Select this mode from the Main Menu and the default game (Stroke Play) appears.

CONTINUE GAME

You can pick up an earlier game right where you stopped playing. If there is no data saved, this function cannot be selected. When you want to save a game in progress, press Start to pause the game and open the Quit window. Use the D-Pad to highlight **YES** (you want to end gameplay) and press Button C. Next you have the option to save the game or not. Highlight **YES** to save the game as it stands, or **NO** to exit to the Main Menu without saving the game data.
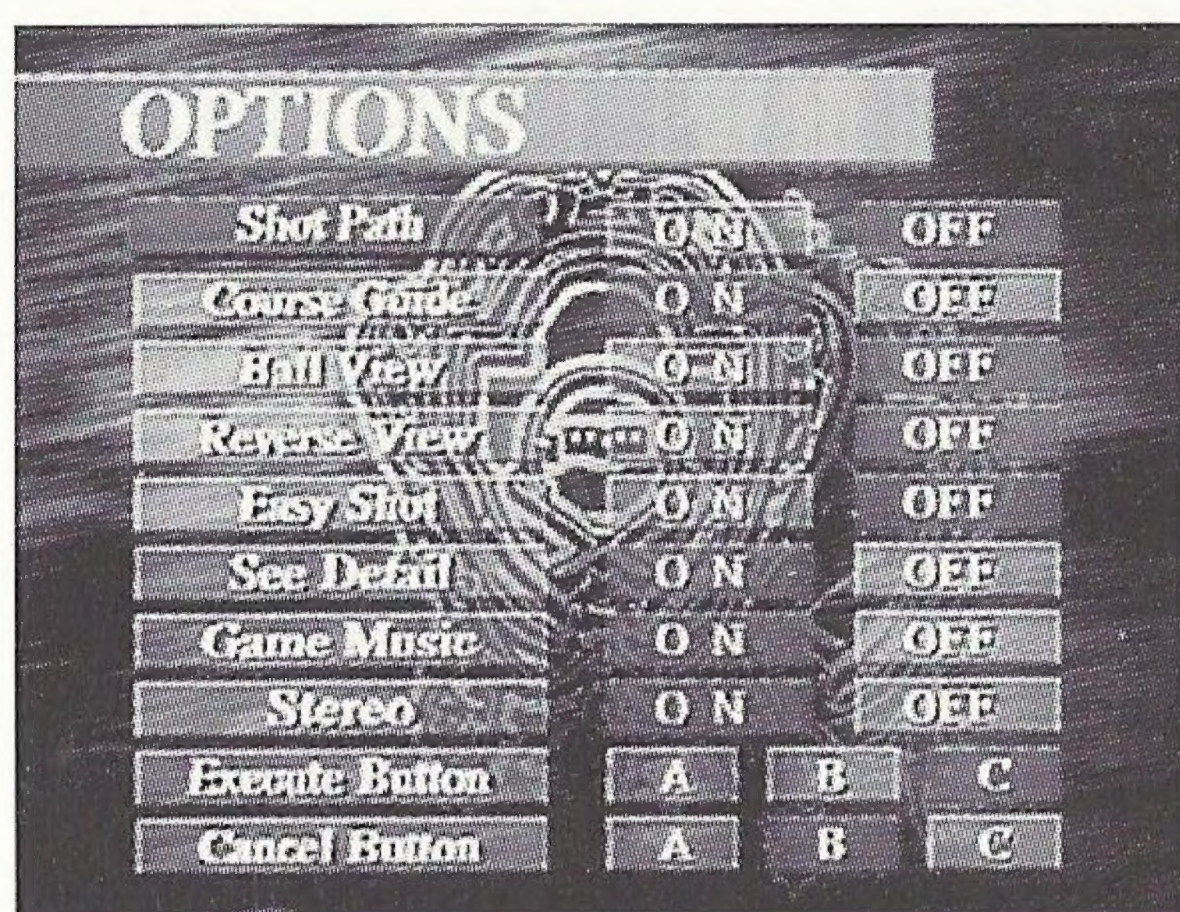Important: The Continue Game function records a game as it is played. (Even if you don't choose to save the most recent game you've played, you'll lose any data from previously saved games, so be careful.)

COURSE GUIDE

Course Guide takes you on a quick tour of Devil's Course. Choose to review the entire course or select a specific hole.

Change various game options here. Highlight an option by pressing the D-Pad up or down, and turn the option on or off by pressing the D-Pad left or right. Pressing Button B returns you to the Main Menu.

Shot Path: Gives you a visual representation of the ball from takeoff to landing. (However, if the Ball Point View option is turned on, the Shot Path option is bypassed.)

Course Guide: Talks you through each hole before you tee off.

Ball View: Follows directly behind the ball from start to finish.

Reverse View: After the ball lands, the view changes to a reverse angle.

Easy Shot: Eliminates the hook or slice in the Contact Scale thus always hitting a ball straight. After the power level is chosen, press Button C again anywhere in the Contact Scale.

See Detail: The trees and gallery in the foreground are drawn with more detail. Please note, this option will slow the game.

Game Music: If turned off, you can hear birds chirping.

Stereo: Set the music and sounds of the game to play in mono or stereo sound.

Execute Button: Change the button used to make selections (the default button is Button C).

Cancel Button: Change the button used to cancel

SELECT GAME

■ DEVIL'S OPEN
Participate in the Devil's Open, a four day tournament.
Note: Have you created players yet? If you haven't, and want to, see page 13.
# of Players: 2
Rules: The first two days consist of qualifying rounds, with only the top half of the field making it to the final two days. The starting order on the first day of play is determined by lottery, and in order of overall standing on the final three days of play. You'll be the last player to tee off on Day One.

■ TOURNAMENT
Skip the qualifying rounds and join the field for the last day of the Devil's Open.
# of Players: 2
Rules: The rules are as in the Devil's Open mode.

■ STROKE PLAY
A friendly (or perhaps not so friendly) competition between you and some friends, or try beating the course average in a one-player game.
# of Players: 1 to 4
Rules: The players play one round on Devil's Course, the winner being the player who comes in with the lowest point score (after figuring in the handicaps calculated by the computer).

■ SKINS PLAY
In this mode, you play in a contest where each hole is worth certain amount of money.
# of Players: 2 to 4
Rules: The player who makes the hole in the least number of shots wins the cash prize for that hole. If there is a tie for the lowest score, the money for that hole is carried over to the next hole. In the event that money remains even after the entire 18 holes have been played, no one receives the money.
Note: the default dollar amount is $2,000.

■ MATCH PLAY

The object is to finish each hole in fewer strokes than your opponent.
# of Players: 2
Rules: The player with the lowest score on a given hole wins the hole. The player who has won the most holes after the round is completed is the winner. However, the person who wins more holes than there are remaining in the round wins the game.

■ PRACTICE MODE

Select tee (champion tee is harder), choose one hole and practice your technique. Place the cursor next to the hole you want to play, and enter your choice by pressing Button C. Play the hole as many times as you want, and when you're ready to return to the Main Menu, select **NO** when the Continue window appears and press Button C.
# of Players: 1
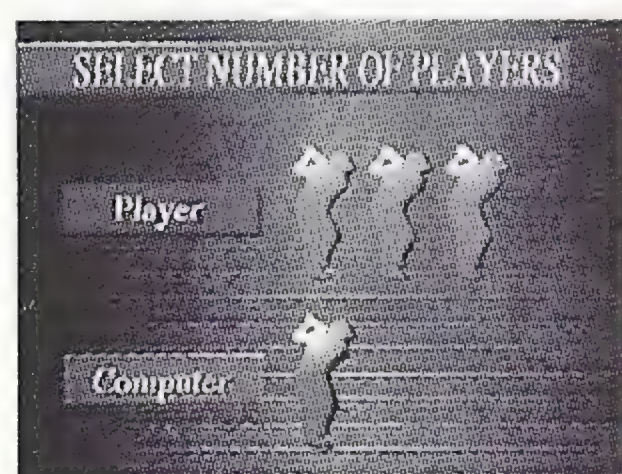**Rules:** None. Select the tee, select the hole, and start swinging!

■ DEMO MODE

Become a spectator in the Devil's Open.
Note: To exit the tournament, press Start and select **NO** when the Quit window appears.

SETTING GAME OPTIONS

Set The Number Of Players

Each player can be set for player or computer control, but there must be at least one Human controlled golfer. Press the D-Pad up or down to toggle between the two, and press left or right to change the number of players.

Select Players

Place the cursor next to a player you want to enter the competition and press Button C (see member data page 13 for details on how to set up a new player).

Choose a Character

Highlight one of the players' photos and press Button C.

Select a Caddie

Highlight one of the caddies' photos and press Button C.

Set your Handicap

Once you've selected the Stroke Play mode, the Handicap menu appears. For first-time players, the handicap is set at 36. To change the handicap, place the cursor next to the appropriate player's name using the D-Pad, then press up or down to set the handicap, If you don't want to change the handicap, simply press Button C and advance to the next screen.

If you're not sure what your handicap should be, set the handicap to DP and the computer will determine your handicap at the end of the 18 holes.

Selecting Tees
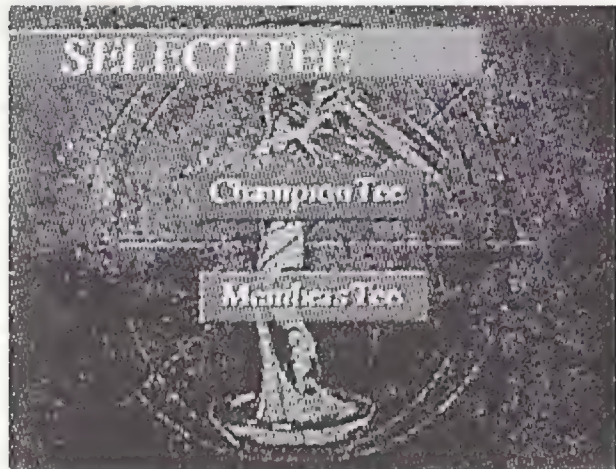
In the Skins Play, Stroke Pray, Match Play or Practice modes, you can choose to play from either Members or Champion tees (the difference being the distance to the hole). Powerful drivers will have a leg up on the competition when swinging from the champion tee.

Note: If you're planning to enter the Devil's Open, keep in mind that only the champion tee is used in that competition.

Setting Prize Money

This is where you set the value of each hole in the Skins mode. The value range depends on the number of players you've entered in the game. Press the D-Pad up or down to select a hole, and press left or right to change the prize money for that hole. Press Button C to continue.

Tournament Play	Devil's Course									
H O L E	1	2	3	4	5	6	7	8	9	OUT
DEVILS	540	340	275	160	360	375	410	460	265	3185
HANDICAP	8	3	18	12	1	13	9	6	14	
P A R	5	4	4	3	5	4	4	4	3	36
VIC TOKAI	53	51	52	21	71	41	61	63	00	4013
James	52	52	42	32	52	53	41	52	10	3716

10	11	12	13	14	15	16	17	18	I N	TOTAL	RANK	
550	380	520	170	350	340	110	520	410	3350	6535		
7	17	15	5	4	2	10	16	11				
5	4	4	3	4	4	3	5	4	36	72		
										4013	40	7
										3716	35	3

The scorecard displays various game data. Each game mode has a scorecard, although some of the data displayed changes according to the mode.

Devil's Open

On the left of the scorecard is the list of players' names and the number of strokes taken per hole, and on the right are the number of putts taken per hole. Your position in the field (**RANK**) is also displayed. At the bottom right corner of the scorecard, your score versus par is displayed. A green number means you've scored over par, and a red number means you've made par or less. Good work!

Stroke Play

Players' names and the number of strokes and putts taken on each hole are displayed as above. **HDCP** indicates the individual player's handicaps. **NET** is the score after figuring in the handicap.

Skins Match

The name of the player who won the hole just completed, and the amount won, are displayed. All the other players receive a "—". **WAGER** is the amount of money each hole is worth (determined at the start of the competition).

Match Play

The winning player's name will have an **"O"** next to it, while the losing player is saddled with an **"X"**. If the hole is tied, both players' names will be followed by "—". **OUT/IN/TOTAL** shows the hole-by-hole results to this point, in terms of wins and losses.

Leaderboard

In Devil's Open and Tournament modes, the leaderboard appears after each hole is completed. It shows the top ten players' names and their current scores. **PRIOR** shows the result of that player's last round. The scores appear in single digits (unless someone really loses control) and the numbers show a running score versus par. The number farthest to the right for each player is his or her current score.

MEMBER DATA
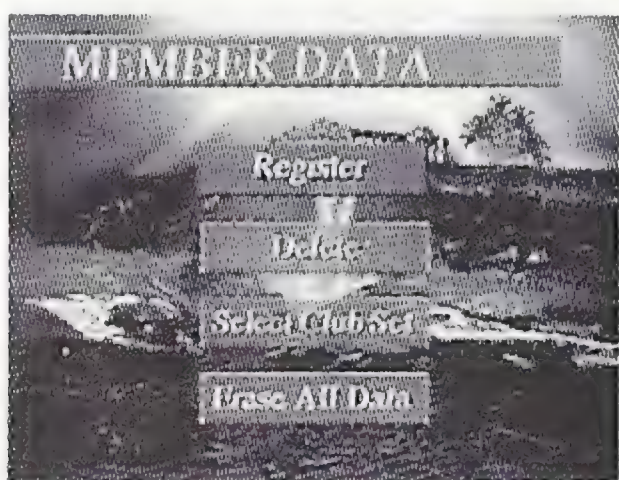
Here's where you register and delete players, select clubs and erase previously recorded data.

Registering a player

Select the player and press Button C. Enter a name of up to 10 characters. Highlight a character with the D-Pad and select with Button A or C. Delete space by space with Button B. Pressing Start highlights END, and Buttons A or C enter the name.

Changing the Player's Name

Change the name following the procedures for entering the name. If you change the name, the original name still appears on data screens (such as course records).

Deleting A Player's Data

Place the cursor next to the name of the player you want to erase, then press Button C. This erases all data pertaining to that player.

Note: If you delete a player with a game saved, the game cannot be continued after that point.

Selecting Clubs

First, select a player. To add or remove a club (blue indicates the clubs available, red indicates the clubs in your bag), press Button C. Select Default, and that player will use the preset bag of clubs. You can select up to 13 of the 17 clubs (the putter is a must and is automatically selected).
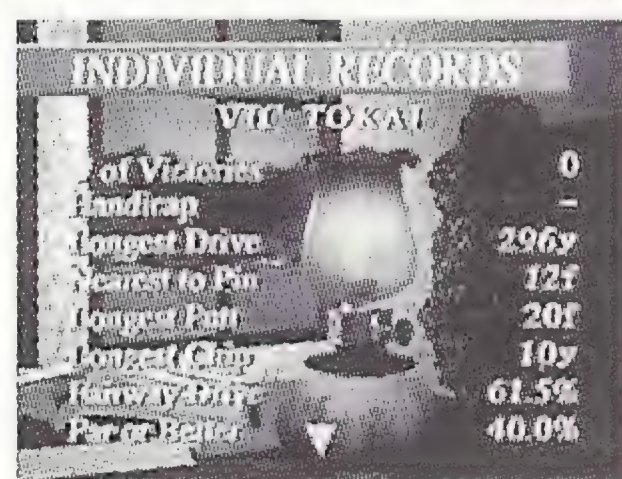
Note: You may select clubs whether or not you've named your player.

Erase All Data

This returns all accumulated data to the default settings. You are asked to confirm your choice twice.

CHECK RECORDS

Individual Records

Highlight the player whose records you want to see, and press Button C. After that, the Best Scores list is displayed. If the player has been in the top four for any tournament game, the scores will appear, with his or her current ranking. Once you've finished reviewing the stats, press Button C or B to return to the Player records list.

Course Record

The top 10 scores from the Devil's Open mode appear here.

Hole Average

Use the D-Pad to select a hole a hole and Button C to see various hole data (hole length, number of pars, etc.).

Miracle Shots

Holes in one and double eagles are recorded here. Up to 10 miracle shots can be stored. To replay the shot, select it using the D-Pad and press Button C to relive the glory!

Replay

Any kind of shot can be stored here. You can keep as many as 10 different shots. Select and view one as you would a miracle shot.

Note: When you review a shot, all the camera angles are as they were when the shot was made.

HELP

This mode gives you simple explanations of the screen indicators, shows you the basics of making shots in the games, and gives you a glossary of commonly used golf terms. Refer to this whenever you need help on your technique or use of the buttons. Use the D-Pad to highlight a topic and press Button C. Press Button C during any of the explanations to return to the Help Menu.

PLAYING THE GAME

After you make all your game selections, Valora Valley Golf will take you to the first hole of the course.

THE GAME SCREEN

The Game Screen provides the information you need to set up and execute your shots.
Every Shot you make in Valora Valley Golf (except for putting) depends on seven key

selections: tee-up, direction, club selection, stance, power and contact. The Game Screen gives you the information you need to make these selections and set up a successful shot.

Selecting Tee-up

• To select the best tee position for your strategy, use the D-Pad left or right to move the ball on the Game Screen. Notice that the view from the tee changes.

Selecting Direction

The Direction Scale on the field depicts your current field of view. The orange circle represents a full, 360-degree perspective. The yellow arrow represents the pin. The blue arrow indicates the direction of the wind relative to your current direction.

• To shift your aim, press the D-Pad left or right. Your field of view will shift and the yellow arrow will move as well. If you press the Left or Right Shift Buttons, you can turn quickly.

• Watch the map in the lower right corner of the Game Screen. A small yellow line (the angle indicator) will indicate which direction you are facing. The length of the angle indicator determines the club's maximum carry (maximum yardage).

Selecting Clubs

• To select a different club, press the D-Pad left or right. Press C to confirm.

- Wind will be a factor in club selection. With the wind behind you, you will achieve maximum carry. With the wind against you, you may hit a shorter shot with the same club.
- Where your ball lies will also be a factor. On the fairway or tee you will be able to achieve close to the maximum carry of a club. In deep rough or sand, you will achieve less distance.

Selecting Stance

Valora Valley Golf allows you to fine-tune your shots by adding a fade (a curve to the right) or draw (a curve to the left). You can achieve these effects by adjusting the position of your front foot in the Game Screen.

On each shot you begin with a square stance which should result in a straight shot.

- Press the D-Pad left and your front foot will be moved closer to the ball (closed stance). This will create a draw. Press C to continue.
- Press the D-Pad right to move your front foot away from the ball (open stance). This will create a fade. Press C to continue.
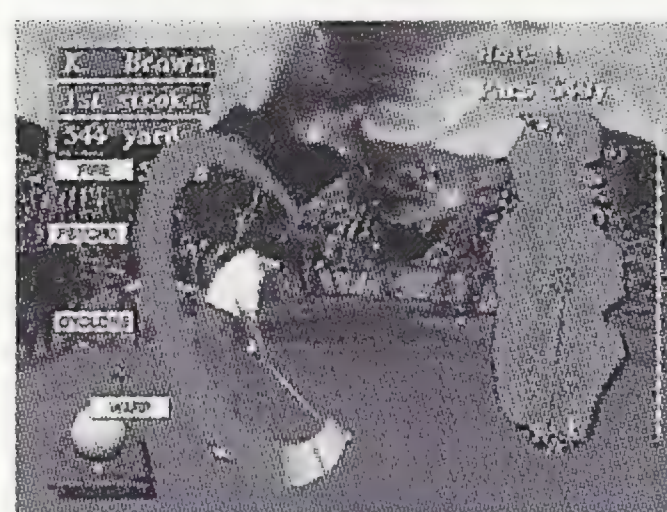
> The further you move your front foot forward or backward, the more exaggerated the draw or fade will be.

Making the Shot

The shot process in Valora Valley Golf is composed of three separate actions which correspond to the backswing, the downswing, and the actual contact of the ball.

In the Game Screen, the Power Scale depicts a continuous range of power from 0 to 100% of the selected club's carry.

1. To start your "backswing" press C once. A red band will begin to fill the Power Scale, moving from 'Min' to 'Max'. Press C again when the band has reached the power level you want. Be careful when trying to achieve maximum power; a slight miscalculation may result in a 'miss' of only 10% power.

17

2. As soon as you set your power your "downswing" will begin. A red band will begin to move down. An orange band indicates the zone in which your club will make contact with the ball (Contact Scale). Hitting in the right half of the Contact Scale will cause a hook to the left; hitting in the left half will cause a slice to the right. For the greatest carry, aim for the dead center of the Contact Scale.
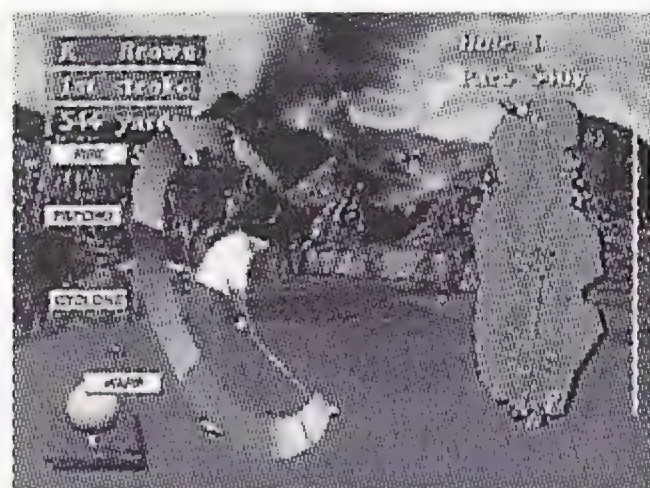
- Press C to select the point you wish to hit. Be sure to press C before the contact point reaches the bottom of the Contact Scale again; otherwise, your shot will be a "whiff".

3. During your "downswing", you can select top or backspin. Before a red band reaches the Contact Scale, press the D-Pad up or down. If you press up, the impact point is near the top of the ball for a top spin. If you press down, the impact point is near the bottom of the ball for a back spin. To add a strong spin, press and hold the up or down arrow.

Any time before the band starts filling, you can end a shot by pressing B which will return you to the stance selection.

> In Valora Valley Golf, unlike real golf, you should always aim for the Sweet Zone when you are in the rough and sand. Also, every hole in Valora Valley Golf has an out of bounds (O.B.). You will be penalized one stroke and your ball will be placed at the spot from which you hit.

In Valora Valley Golf, when you hit into a water hazard, you will be penalized one stroke and your ball will be placed at the edge of the hazard or at the spot from which you hit, whichever is closer to the pin. When your ball is invisible behind obstacles such as trees, those obstacles become semi-transparent so that you are able to see the ball.

Hyper Shots

There are four kinds of Hyper Shots. Cyclone Shot and Warp Shot can be activated only from the tee shot while Fire Shot and Psycho Shot can be used anywhere except when putting.

1. Cyclone Shot

Adds a low-flying, cloud of smoke behind your ball when hit from the tee. It will pierce through trees, ponds, bunkers, etc. (Only drivers can be used to activate this shot at the tee.)

2. Warp Shot

Warps your ball straight from the tee to the green. (Only drivers can be used to activate this shot at the tee.)
Note: This will not record as the longest drive.

3. Fire Shot

Engulfs your ball in flames and sends it through trees and rocks in its path. (All clubs except the putter can be used.)

4. Psycho Shot

Enables you to control the shaky flight of your ball by using the D-pad right or left or by pressing the Left or Right Shift Buttons. (All clubs except putter can be used.)

Executing a Hyper Shot

- Hyper Shots appear in zones on the Power Bar.
- Start your backswing by pressing [C] once. A red band will begin to fill the Power Bar, moving from minimum power to maximum power.
- Press [C] again at the top of the Power Bar (maximum power). If successful, the Hyper Shot zones will highlight and your downswing will begin.
- Press [C] again rapidly when the red band reaches the Hyper Shot zone you wish to use.
- Hyper Shot will only be activated if you reach the 100% maximum level. Cyclone Shot and Warp Shot are available only at the tee. Fire Shot and Psycho Shot can be made everywhere except the green.
- Hyper Shot cannot be activated if the Easy Shot option is on.

GAMEPLAY MENU

Any time during play, pressing Button A brings up the Gameplay Menu. Select an option using the D-Pad, then enter your selection with Button C. Pressing button B returns you to the game.

OPTIONS—See page 8
HELP—See page 15

CART VIEW

Scan the entire area of the hole by using the D-Pad, or by pressing the Left or Right Shift Buttons. Button Z takes you to the green for a closer look, Button Y takes you to the tee ground, and Button X returns you to your ball. While OB, CART VIEW cannot be accessed.

REPLAY

Replay the shot or putt you just hit. After the replay you can decide whether or not to record it for posterity. Once saved, it can be reviewed at any time (see Check Records, page 14).

WARRANTY INFORMATION

90-Day Limited Warranty

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

VIC TOKAI, INC. shall not be liable for the incidental and/or consequential damages for the breach of any express or implied warranty, including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI, INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provisions of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

VIC TOKAI INC.
22904 Lockness Ave.
Torrance CA 90501
(310) 326-8880

Patent numbers: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076; Europe Nos. 80244; Canada Nos. 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396.